

**Amendments to the Specification:**

Please replace the paragraph beginning at page 17, line 12 with the following rewritten paragraph:

This result is further illustrated in Fig. ~~3d~~ 3D which illustrates a continuation of the example game of Figs. 3A, 3B and 3C. After revealing the bonus value 130e which is 250 to the player, the game reveals the other bonus values 130h, 130g and 130f as well as the win group outcome 128b and the terminator outcome 116c in group 100b. The processor then enables the player to select one of the selections in group 100c. The player selects the selection which is associated with the win group outcome 128c. The processor provides the bonus awards 130i 130j, 130k and 130l to the player and reveals the terminator symbol 116d. The gaming device then enables the player to select one of the selections in group 100d. The player selects the blocked selection and the processor provides the bonus value 130o which is 5 to the player and reveals the bonus values 130m, ~~130n~~ 130n, the win group outcome ~~120d~~ 128d and the terminator symbol 116e associated with the other selections of group 100d. The processor then enables the player to select one of the selections in group 100e. The player selects the blocked selection having the bonus value 130r which is 25 associated therewith and the processor provides that award to the player. The processor also reveals the bonus value 130p, bonus value 130q, the terminator symbol 116f and the win group symbol 128e associated with the other selections in group 100e. Because the player selected a selection in each group without picking a selection which has an associated terminator, the processor reveals the achievement bonus award which is 1000 and provides that award to the player.